

**Web**Results 1 - 10 of about 86,300 for flare vector. (0.21 seconds)**GameDev.net - The Art of Modeling Lens Flares**

The **Lens Flare Vector**. The lens **flare** we create will have parts that all lie on a

... While you may use a 2d **vector**, or a 3d **vector** if you want the **flare** to ...

[www.gamedev.net/reference/articles/article874.asp](http://www.gamedev.net/reference/articles/article874.asp) - 23k - [Cached](#) - [Similar pages](#)

**GameDev.net - Lens Flare Tutorial**

To explain how to create the over-used, totally hyped "Lens Flare" ... find the direction **vector** from the center to the light  $v_x = cx - lx$ ;  $v_y = cy - ly$ ; ...

[www.gamedev.net/reference/articles/article813.asp](http://www.gamedev.net/reference/articles/article813.asp) - 11k - [Cached](#) - [Similar pages](#)

**NKFlare**

... lens **flare** to your scene. First, you need to declare a few **vector** variables:

... colorize your **flare** by declaring **flare\_brightness** as a color or **vector**. ...

[www.nathan.kopp.com/nkflare.htm](http://www.nathan.kopp.com/nkflare.htm) - 12k - [Cached](#) - [Similar pages](#)

**Applying New Methods to Flare Prediction Using Photospheric Vector ...**

SOLAR The feasibility of using photospheric **vector** magnetic field data for solar **flare** prediction is tested using three distinct approaches.

[www.stormingmedia.us/55/5514/A551414.html](http://www.stormingmedia.us/55/5514/A551414.html) - 15k - [Cached](#) - [Similar pages](#)

**'//LensFlare in 32 bit '//Relsoft 2004 '//v3cz0r is da man! '//Use ...**

.5) \* SCR\_HEIGHT) 'center our light **vector**  $light.x = light.x + cx$   $light.y = light.y + cy$  'derive **flare vector** from center and light  $vec.x = cx - light.x$  ...

[www.petesqbsite.com/sections/express/issue4/FBFlare.bas](http://www.petesqbsite.com/sections/express/issue4/FBFlare.bas) - 23k - [Cached](#) - [Similar pages](#)

**Xar Format Specification**

... as the **Flare** file format, is an ultra-compact, open, **vector** graphic format.

... Why another **vector** graphics format? The Xar file format is not new. ...

[www.xara.com/webformat/spec/](http://www.xara.com/webformat/spec/) - 6k - Jul 12, 2005 - [Cached](#) - [Similar pages](#)

**[PDF] High Resolution Vector Magnetograms With The Flare Genesis Vector ...**

File Format: PDF/Adobe Acrobat - [View as HTML](#)

High Resolution Vector Magnetograms With The Flare. Genesis Vector Polarimeter.

PN Bernasconi, DM Rust, HAC Eaton. JHU/Applied Physics Laboratory, ...

[sd-www.jhuapl.edu/FlareGenesis/Articles/Bernasconi\\_ASP\\_236\\_p399\\_2001.pdf](http://sd-www.jhuapl.edu/FlareGenesis/Articles/Bernasconi_ASP_236_p399_2001.pdf) - [Similar pages](#)

**RFAQ:Bobo's Unreal Lens Flare -ULF (Part 2)**

Fixed Flare Size - When you go closer, the **Flare** keeps its size. ... and the linked **Flare** will try to remain perpendicular to the **Vector** "Camera-Camera. ...

[www.scriptspot.com/bobo/rendfaq/RFAQ0095.HTM](http://www.scriptspot.com/bobo/rendfaq/RFAQ0095.HTM) - 9k - [Cached](#) - [Similar pages](#)

**Xara Flare Format Permission Flash Open Swf Macromedia Free**

Xara Flare Open **Vector** File Format is a format that was introduced in 1997 by XARA to compete with the Macromedia Flash format. ...

[www.economicexpert.com/a/Xara:Flare.html](http://www.economicexpert.com/a/Xara:Flare.html) - 9k - [Cached](#) - [Similar pages](#)

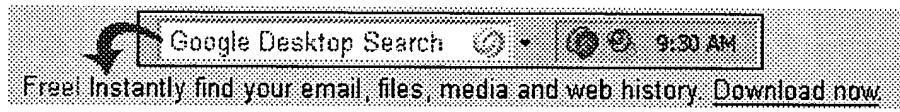
**Real-DRAW, the only 2D, 3D and Bitmap **vector** editor**

You have other options to give the **vector** drawing a 3D look - such as ... You may

be surprised that visual effects such as sparkles or lens-flare can be ...  
[www.mediachance.com/realdraw/render.htm](http://www.mediachance.com/realdraw/render.htm) - 18k - [Cached](#) - [Similar pages](#)

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